

GAME BOY ADVANCE

AGB-B27E-USA

TOP SPIN 2



INSTRUCTION BOOKLET

2K
SPORTS

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY ADVANCE GAME LINK CABLE.

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Rev-D (L)

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Getting Started

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance.
2. Insert the Top Spin® 2 Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.
3. Turn ON the power switch. The logo screens will appear.
4. When the language select screen appears, select a language, and then press the **A** Button.
5. Press **START** on the title screen to proceed to the Main Menu.

Introduction

Top Spin 2 is a realistic tennis game designed to capture the professional tennis player experience. Create and train your player, and compete in tournaments to become the number one player in the world. You can also play just for fun in customized singles exhibition matches and tournaments.

Main Menu

The Main Menu appears after you press **START** on the title screen. There are three options for you to choose from:

Play Now: Choose to play Exhibition or Tournament.

Exhibition: Play with any licensed player in an individual singles match where you select all the settings.

Tournament: Set up your own customized singles tournament.

Career: Experience the life of a professional tennis player. Create your player, train in mini-games, and compete in tournaments around the world to climb to the top of the rankings.

Options: Choose a language, adjust the music and sound effects levels, display a controller graphic explaining the available shot combinations, and view the game credits.

Top Spin 2 Game Controls

Control Pad - Move the player / Aim the shot after starting your backswing.

Shots

A Button - Safe Shot

B Button - Slice Shot

Hold the buttons for more power.

A Button + R Button - Topspin Shot

B Button + R Button - Lob Shot

A Button + L Button - Risk Shot

B Button + L Button - Drop Shot

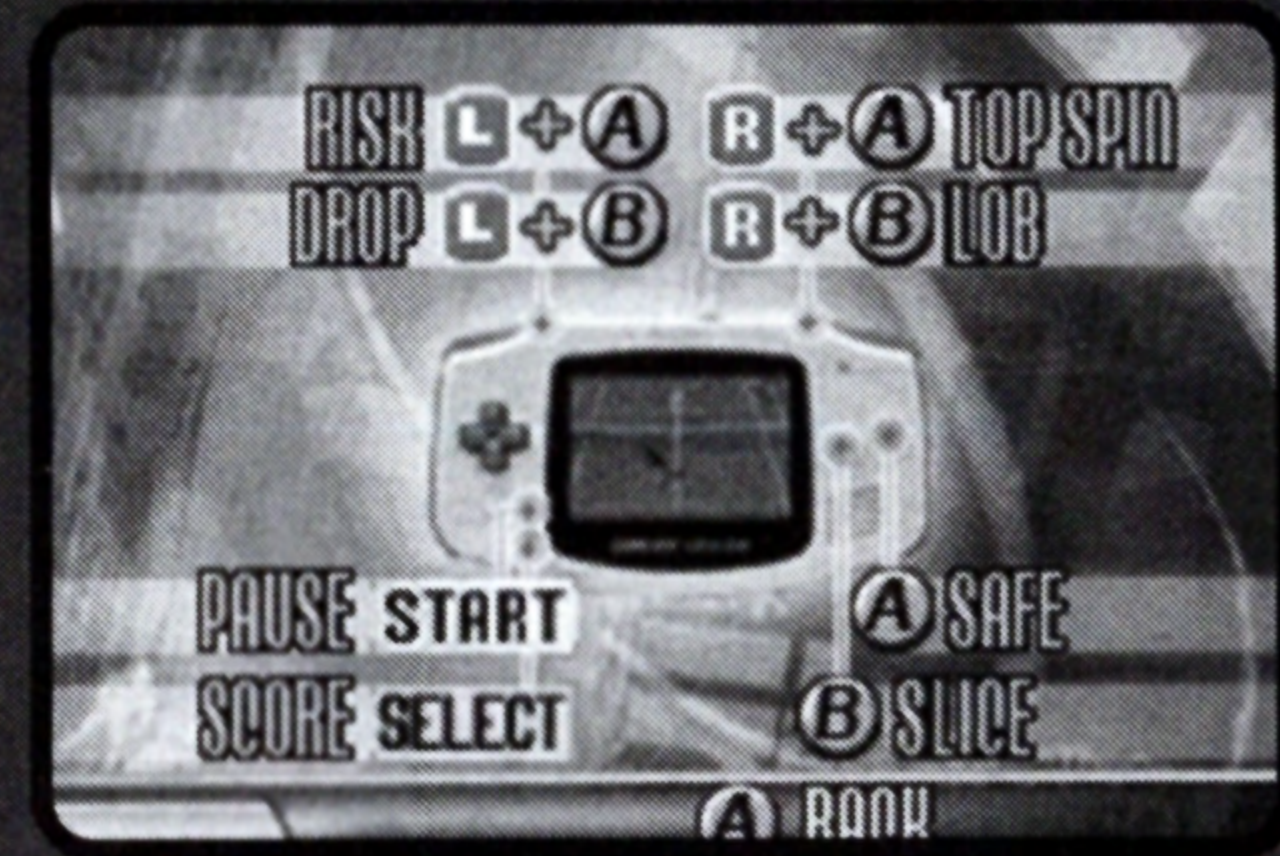
Serves

A Button - Safe Serve

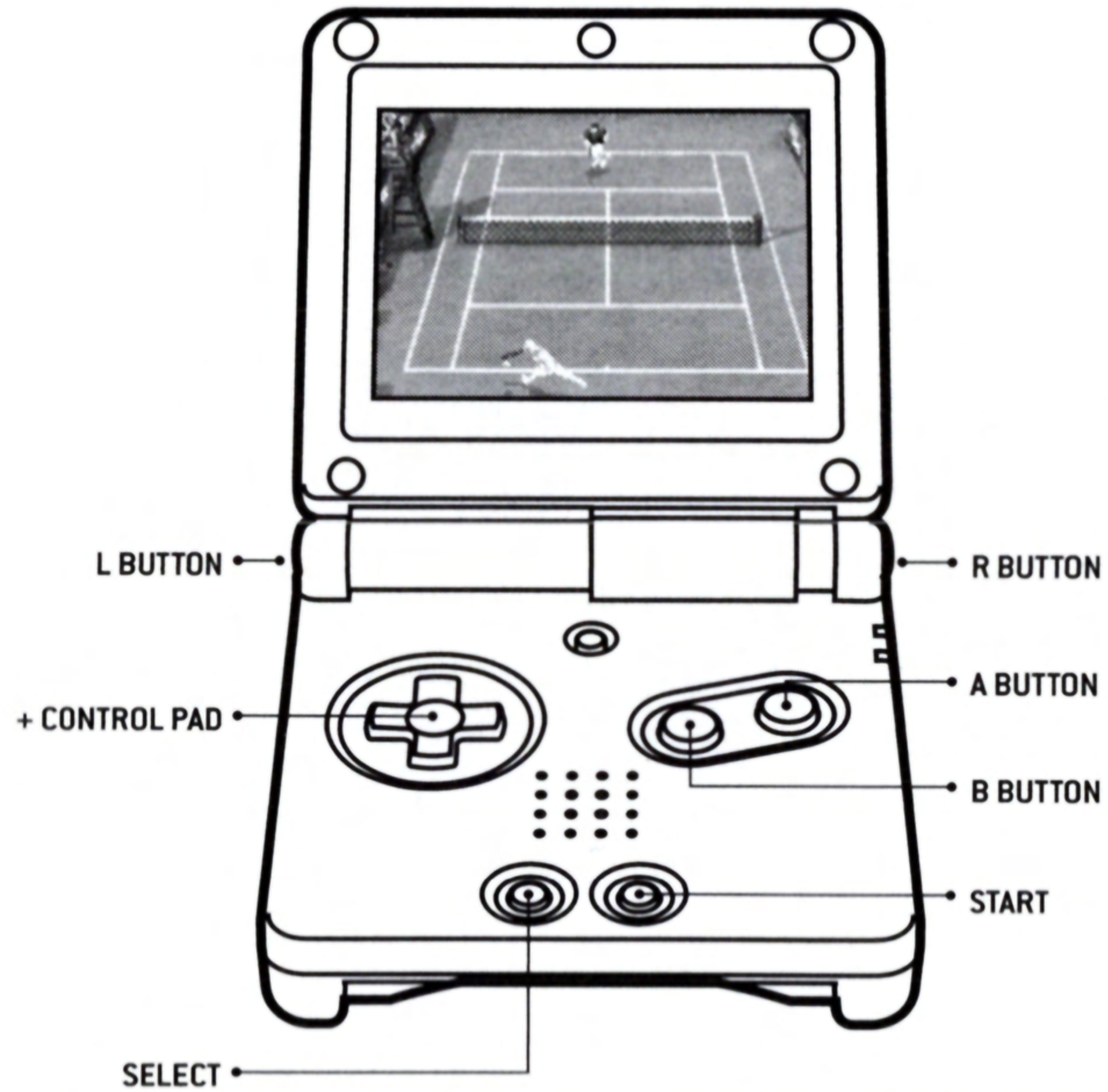
B Button - Slice Serve

R Button - Risk Serve

START - Pause Menu



GAME BOY® ADVANCE SP



Exhibition

Play in a single match where you choose the venue, players, and length and difficulty settings.

1. From the Main Menu, select Play Now.
2. Select Exhibition.
3. Select One Player to play alone.
4. Select the settings for your match.
5. Choose a venue.
6. Choose your player and an opponent.
7. Enter the match.

Exhibition Settings:

Games: Choose from 1 to 6.

Sets: Select 1, 3, or 5.

Deuce: Select On or Off.

Tiebreak: Select On or Off.

Position: Select Up or Down; this determines which side of the net you will be positioned. Player 1 always serves first.

Difficulty: Select Easy, Medium, or Hard.

Multiplayer

You can play Top Spin 2 with a friend. In order to play a Multiplayer game, each player will need a Game Boy Advance game system and their own copy of Top Spin 2. One Game Link® Cable is also required.

1. From the Main Menu, select Play Now.
2. Select Exhibition.
3. Select Multiplayer.
4. Enter the waiting room. The two game systems need to be connected.
5. Once connected, both players press the **A** Button.
6. Player 1 (master) chooses the match settings and a venue; Player 2 can see the selections on his or her screen while waiting.
7. Player 1 and Player 2 choose their respective player, and then both players press the **A** Button.
8. Enter the match.

Hitting the Ball

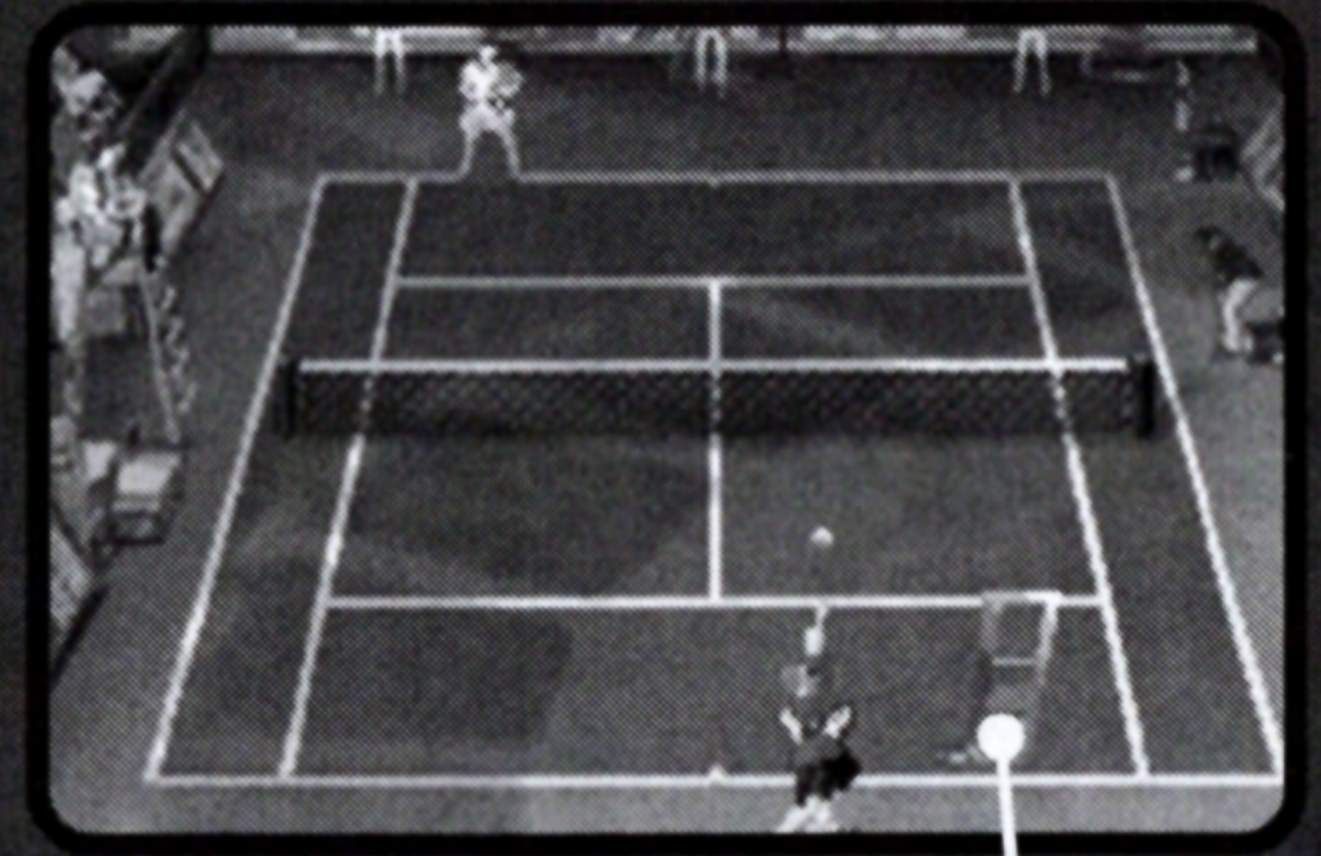
Serving

There are three types of serves: safe (A Button), slice (B Button), and risk (R Button). A power meter is displayed during your serve to indicate the level of power your serve will have.

To serve the ball

1. Press the **A** Button to start a safe serve.
2. Press the **A** Button again to set the power level on the serve meter and hit the serve. Try to time it with the serve meter in the red area to hit a serve with maximum power.
3. Use the +Control Pad after starting your backswing to aim your serve.

Follow the above steps using the control for the type of serve you want to perform.



Serve Meter

Returning

When you return a serve or a shot, it's important to get into position early. The more time you have to prepare your shot, the better it will be.

To return the ball:

Press the **A** or **B** Button to hit a safe or slice shot, respectively. Pressing and holding either button will give your shot more power, better control over the angle, and increased accuracy. Use the **Control Pad** after starting your backswing to aim your shot.

Other types of shots can be performed using the corresponding control(s). Refer to the Top Spin 2 Game Controls for all of the available shot types.

Tournament

Set up your own customized tournament and compete in singles matches against increasingly tough opponents.

1. From the Main Menu, select Play Now.
2. Select Tournament.
3. Select the settings for your tournament. Settings are similar to Exhibition except Deuce (On) and Position (Up) are preset and not listed, and you must select the number of rounds for your tournament: 2, 3, 4, or 5.
4. Choose a venue.
5. Choose your player.
6. Information on your opponent is displayed. Press the **A** Button to proceed to the match.

Career

You begin your career ranked 100 in the world with the goal of becoming number one. Compete in tournaments around the world to improve your ranking, play mini-games to increase your attributes, and take on special key match challenges!

Player Creator

Kick off your career by creating your player.

To create your player

1. Choose your player's gender, skin color, and country.
2. Change your player's hair color and outfit.
3. Enter a name for your player.

World Map

The world map is the center of your tennis career. From here, you can access tournaments, the shop, and mini-games. Early in your career, you will not have access to everything on the map. However, more items will become available as your career progresses.

Use the **Control Pad** to move around on the world map. Press the **L** Button/**R** Button to switch between tournaments and mini-games.

Tournaments: Compete in tournaments to win money and improve your world ranking.

Mini-Games: Increase your attributes and practice your skills.

Shop: Purchase clothing and a new hair color.



World Map Icons

-  Locked Tournament/Mini-Game
-  Available Tournament/Mini-Game
-  Completed Tournament (no longer available)
-  Shop

World Ranking

You are ranked 100 in the world at the start of your career. Your world ranking improves as you win matches and earn ranking points. As you move up in the rankings, you will begin to unlock items on the world map.

Attributes

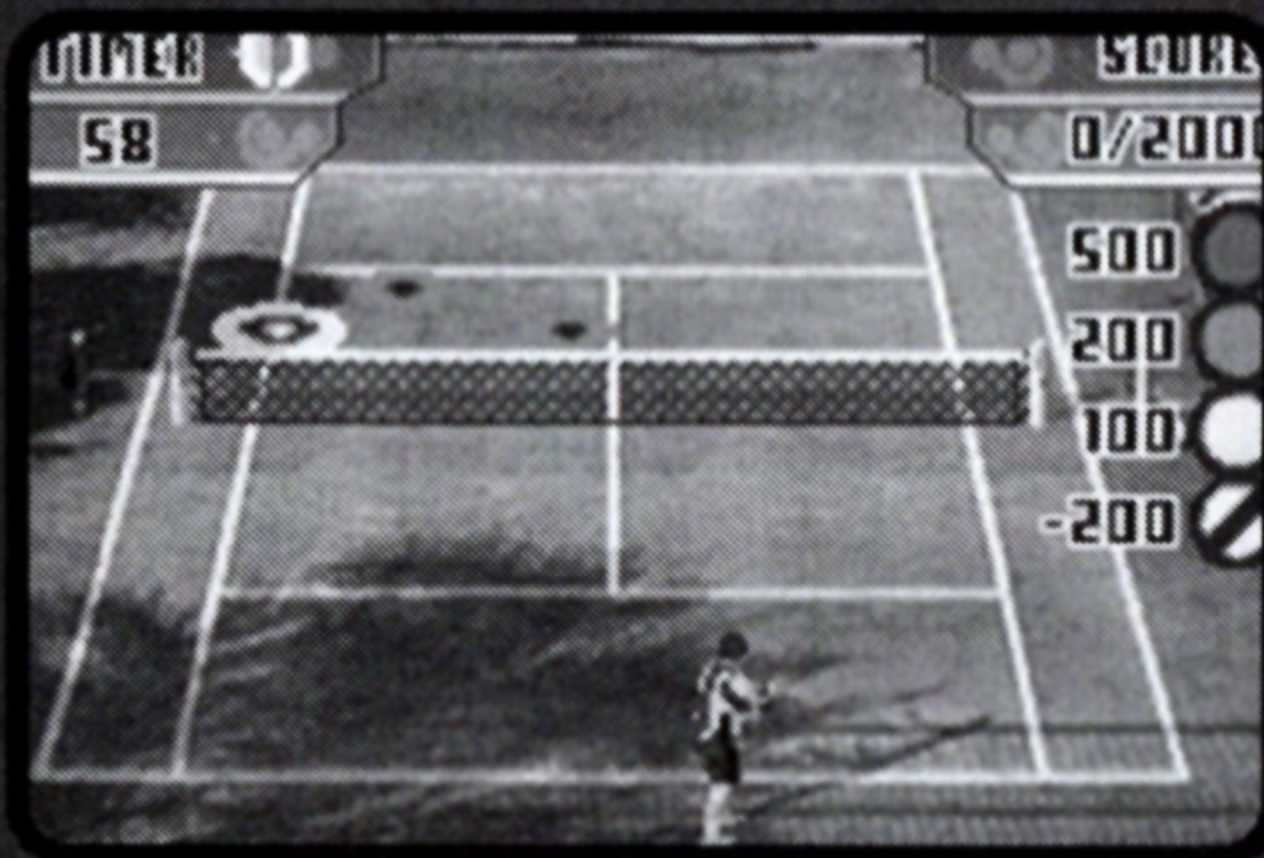
Your player is defined by several attributes. By completing mini-games, you will earn Bronze stars that can be put toward increasing specific attributes to enhance your player in those areas. Complete additional training levels to upgrade your Bronze stars to Silver then Gold, giving your player the biggest boost in those attributes.

Mini-Games

Play mini-games to earn stars that can be put toward increasing your attributes. Mini-Games are also a good way to master a variety of skills.

There are six mini-games, each with three difficulty levels. The better your performance and the higher the training levels you complete, the more stars you will earn. At the start of your career, all Level 1 mini-games are available. The higher training levels become available when you reach a certain rank: Level 2 at rank 70 and Level 3 at rank 40. However, you must successfully complete Level 1 in order to advance to the next level in a particular mini-game.

Serve Sniper, Limit: Time

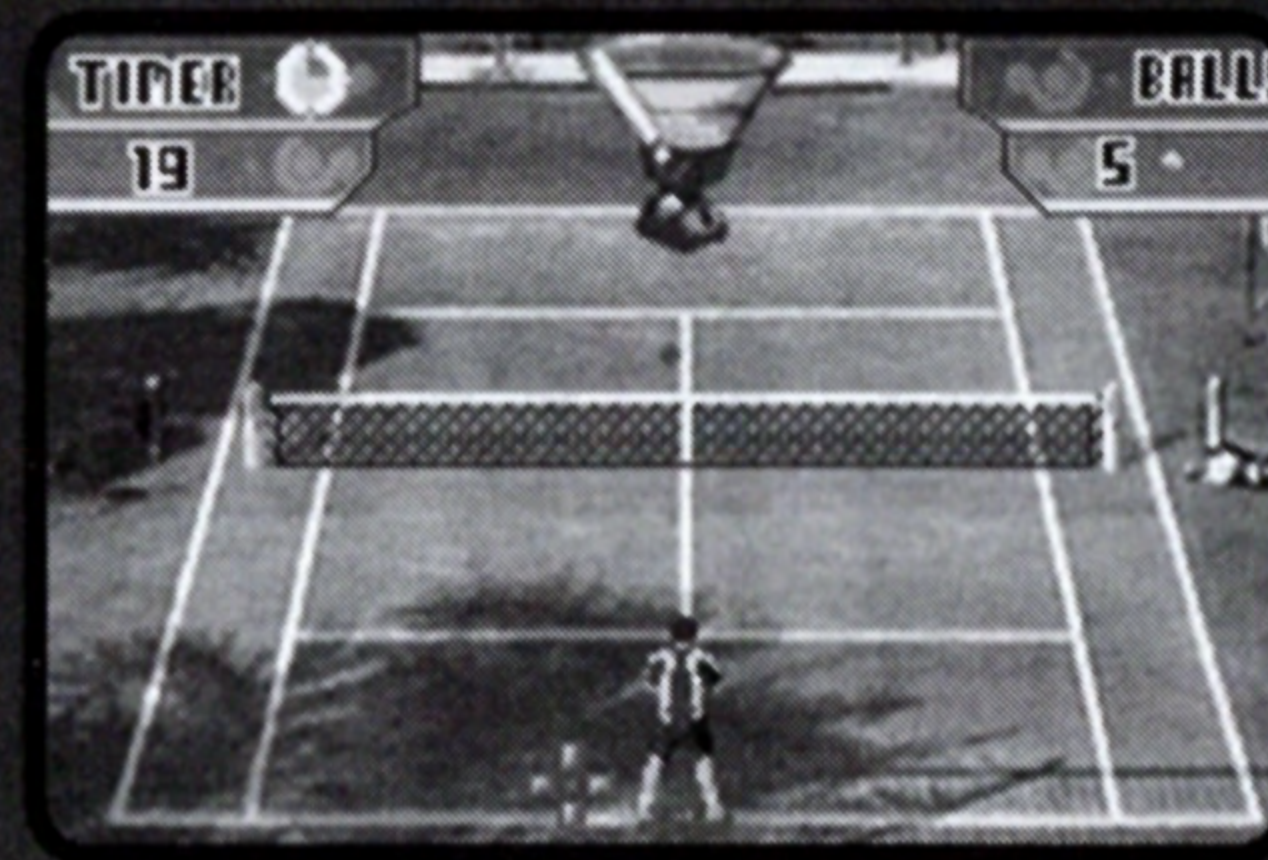


Serve balls at the targets on the court to eliminate them. You will score points for each target you hit and eliminate. Each time you clear the court, the service side changes and more targets are placed in random locations. Eliminate as many targets as you can to reach the required minimum score within the time limit.

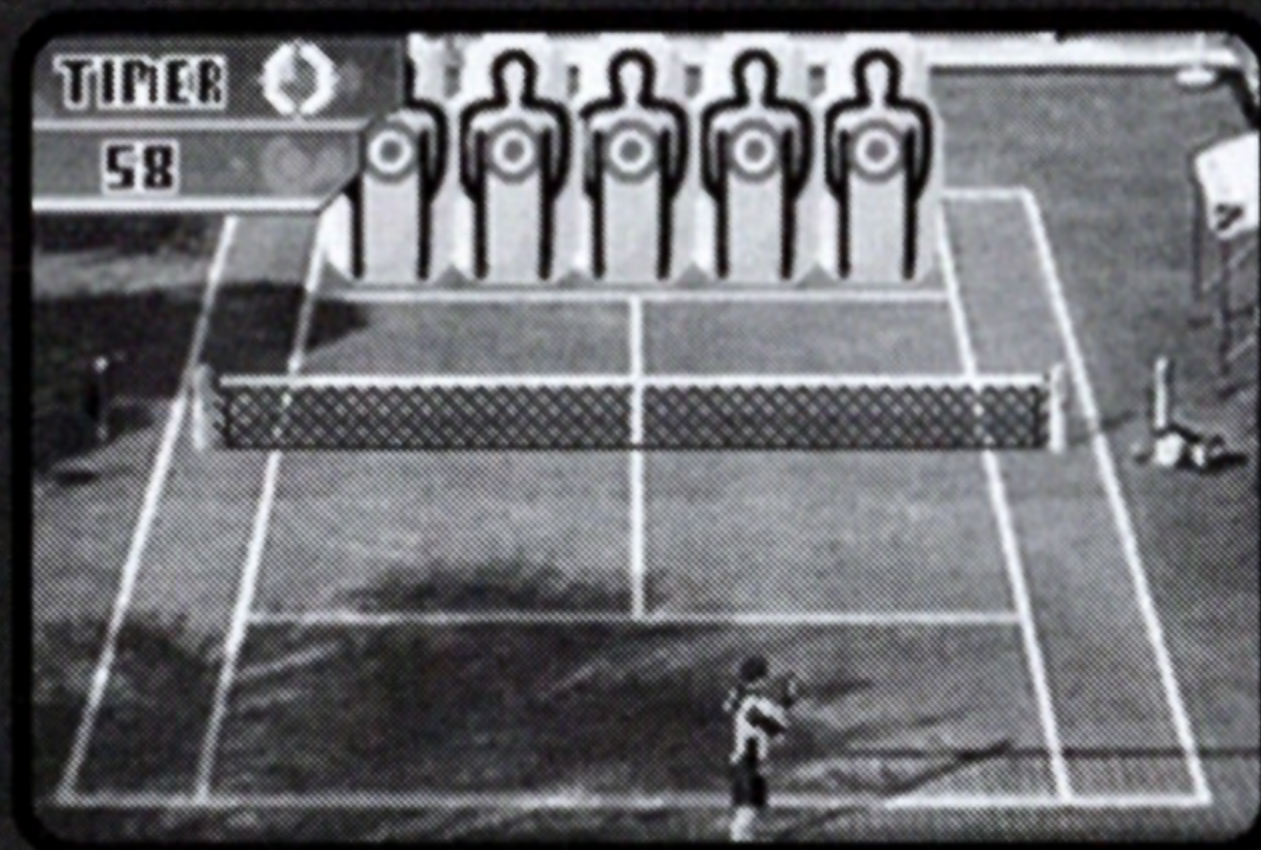
A ball machine launches balls in random directions. You must hit as many balls as you can before time runs out. A crosshair is displayed where the ball will bounce so you can position yourself.

You will fail the mini-game if you miss five balls within the time limit.

Ball Machine Madness Limit: Time, Ball Count



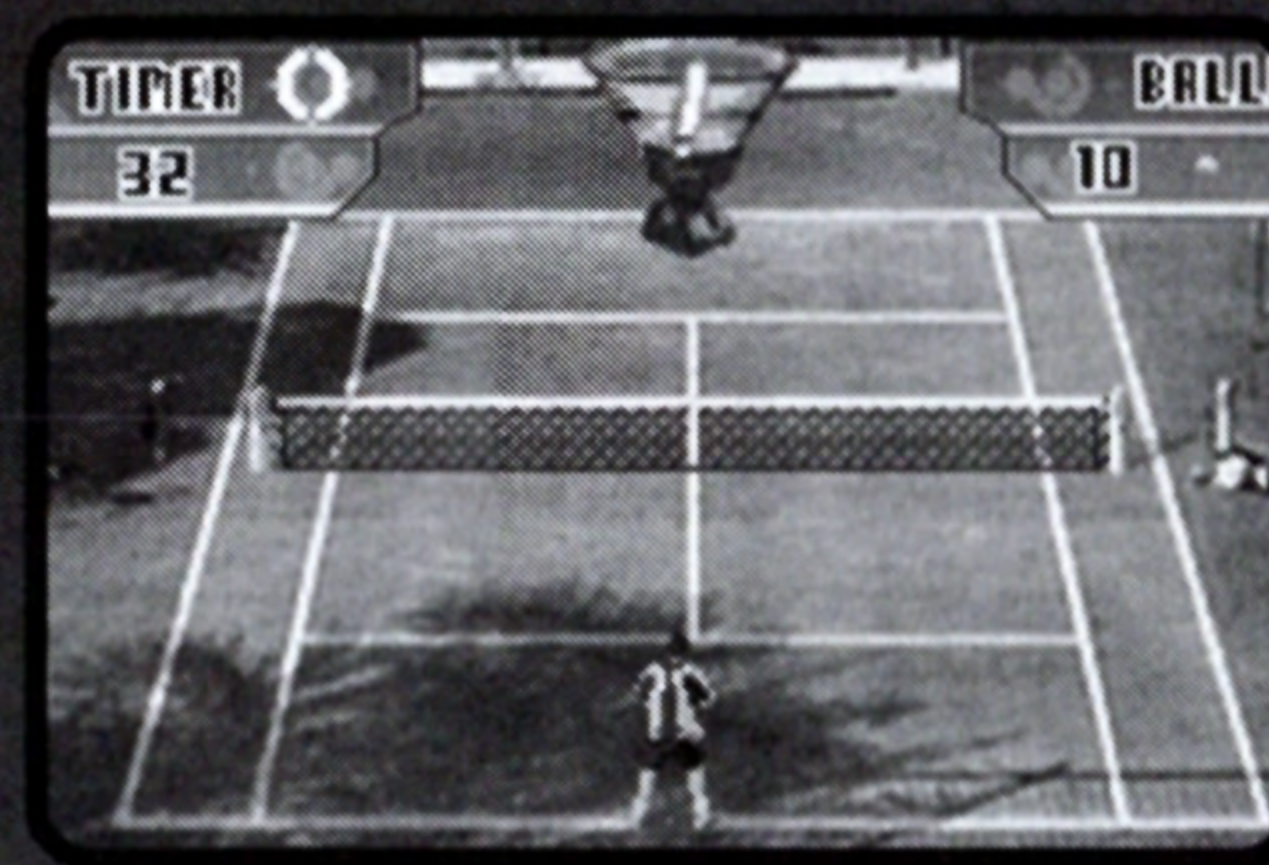
Inflatable Carnage, Limit: Time



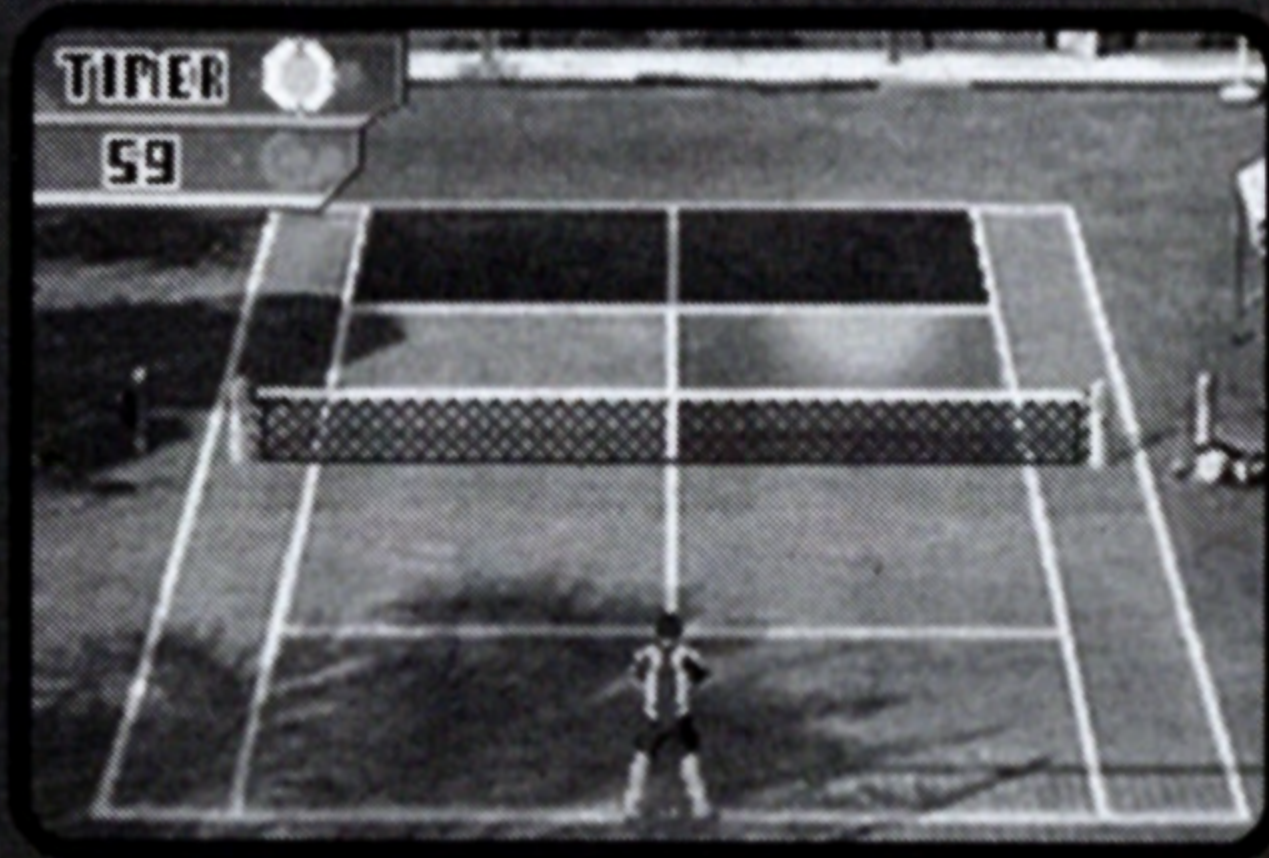
Your goal is to pop all of the targets. If you hit a target or miss the ball, a new ball is launched at you. This cycle continues until all of the targets have been popped or you run out of time. The higher the training level, the more targets you will need to pop within the time limit.

A ball machine launches balls at you. You must return the balls using lob shots in order to replenish the supply of balls in the machine. Aim your shot and try to hit the ball into the funnel. Hit as many balls as you can into the funnel within the time limit without allowing the machine to run out of balls.

Training Loop, Limit: Time, Ball Count



Shot Sequence Limit: Time

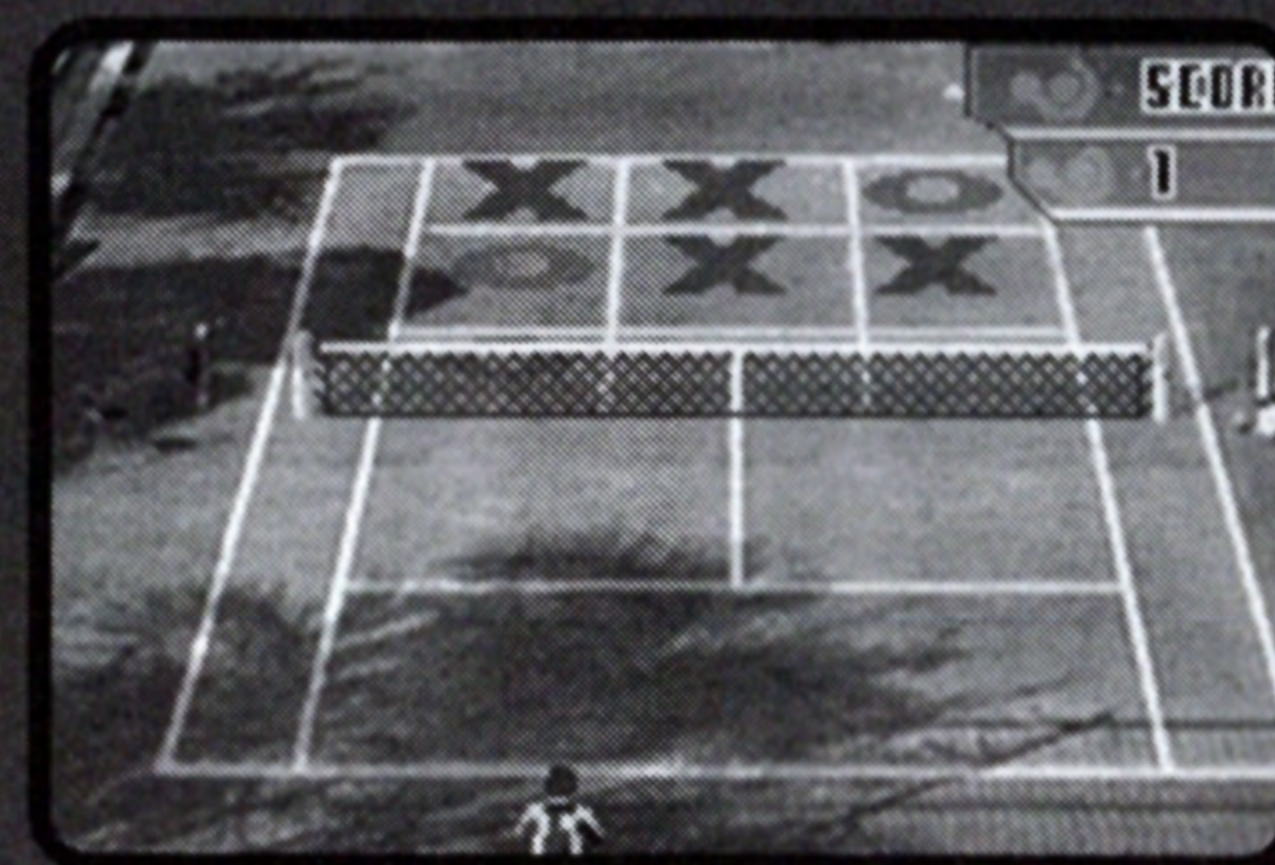


The opposite side of the court is divided into four colored sections. A sequence of lighted sections is displayed. Your goal is to reproduce the sequence by hitting balls launched at you onto the colored sections in the same order. When the ball hits the correct section, it bounces back and you must aim at the next section in the sequence. Continue until the entire sequence has been reproduced. If you miss the ball or hit the wrong section, the sequence will be displayed again. Complete the sequences within the time limit.

A tic-tac-toe board is drawn on the opposite side of the court. A ball machine launches balls at you that you try to hit in one of the nine squares on the board. If you hit an empty square, an X marks the spot. After each successful shot, an O is placed in one of remaining empty squares. Your goal is to get three Xs in a row. If you miss the ball, send the ball outside of the board, or hit a square that is already occupied with an X or an O, you can try again until the ball lands in an empty square.

Tic-Tac-Toe Tennis, Limit: Time

If you or the A.I. wins, or the game ends in a draw, a new game will start. Beat the A.I. in two out of three games. The higher the training level, the smarter the A.I. will play.



Options / Saving and Loading

Options

You can change the language setting and adjust the music and sound effects levels.

To access the Options Menu, press **START** during a match to bring up the Pause Menu, and then select Options.

Saving and Loading

Your career is automatically saved after you enter your player's name and press the **A** Button. The saved career file will have the same name you chose for your player.

To load a saved career

1. From the Main Menu, select Career.
2. Highlight a saved file.
3. Press the **A** Button to load the file.

Credits

Magic Pockets

Managing Director

Pierre Adane

Financial Director

Patrick Guillanton

Business Development & Management

Stéphane Bonazza

Technical Director

Eric Zmiro

Art Director

Etienne Jacquemain

Producer

Estelle le Renard

Production Assistant

Alexandre Plissonneau

Programming

Arnaud Chapalain

Gwenaël Tranvouez

Additional Programming

Sylvain Benner

Frédéric Goset

Gaétan Penotet

Art

Sylvain Dousset

Jérôme Lignier

Samir Moussa

Gaétan Penotet

Game Design

Manuel Bevand

Additional Game Design

CCCP

QA

Mehdi Diallo

Sandro Hoffmann

Eric Legue

Audio Enginer

Shin'En Multimedia

Special Thanks

Pascal Mory

Nicolas Ballu

Jean Karl Tupin Bron

Jean François Capizzi

Alexandre Chekroun

Rui Cordeiro

Pierre Dumas

Rémi Ercolani

Johan Foissy

Nicolas Frot

Sébastien Lucas

Alexandre Migeon

Jérôme Pourcel

Magic Team

PAM Team

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Senior Producer

Thorsten Moeckel

Associate Producer

Paul Ashby

Audio Design

Jaren Tolman

Marketing Associate

Dave Trevino

Bus Dev

Mark Yamada

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Special Thanks

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Anthony Chau

Jake Baker

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Christian Scatena

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Producer

Denby Grace

Production Team

Dan Baile

Sajjad Majid

Scott Morrow

Simon Picard

Mark Ward

Sam Woodward

London Localization Team**Localisation Manager**

Chris Madgwick

Localisation Coordinator

Maike Köhler

QA

Absolute Quality

Music

Music Produced by Chuck E. Myers
BiG iDEA MUSiC PRODUCTIONS iNC.

Featuring Music from "The Future"
www.TheFutureband.com

Lead Vocals and Guitars - Jai Briesch
Bass and Vocals - Aaron McMurray
Drums and Vocals - Joey Pedersen
Songs from "The Future":

'Out of the box'

'Journey to Paradise'

'Way We Are'

'Rock Rolls Back'

'Change Your Ways'

music written by Jai Briesch & The
Future

Additional Music Produced by Tino
Saiki 'Ace'

Recorded and Mixed at
BiG iDEA MUSiC STUDIiOS Sandy, Utah
www.bigideainc.com

Recorded and Mixed with the Kimber
IsoMike, Diaural Monitors, and Kimber
Kable, Reverberation by the Lexicon
960L

Notes

Notes



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- e-mail customerservice@2Ksports.com
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